

# ADHERER

At first glance, an adherer greatly resembles a filthy mummy, with what appear to be bandages covered in dirt and debris draped all over it. However, this is actually the adherer's skin, which has numerous folds and hanging strands and is covered in a sticky, glue-like substance.

Adherers are predatory and malicious but few in number. They often lurk near the lairs of other creatures, waiting to snatch a meal from the edges of a combat.

## Adherer

Medium natural humanoid

HP 51; Bloodied 25

AC 19; Fortitude 19; Reflex 17; Will 18

Speed 6

Vulnerable 5 fire

## Level 5 Lurker

XP 200

Initiative +8

Perception +5

## STANDARD ACTIONS

### (mbasic) Sicky Blow \* At Will

*Attack:* Melee 1 (one creature); +8 vs. Reflex.

*Hit:* 1d10+7 damage, and the adherer grabs the target (escape DC 19).

### (m) Smother \* At Will

*Requirement:* The adherer must have a creature grabbed.

*Attack:* Melee 1 (the grabbed creature); +8 vs. Fortitude.

*Hit:* 1d10+7 damage and ongoing 5 damage (save ends). If the target is grabbed at the end of its turn, the ongoing damage increases by 5.

## TRIGGERED ACTIONS

### (m) Sticky Skin \* At Will

*Trigger:* An enemy hits the adherer with a close or melee weapon attack.

*Attack (No Action):* Melee 2 (the triggering creature); +8 vs. Reflex.

*Hit:* The weapon used in the triggering attack is disarmed and stuck to the adherer. A creature may make a Strength attack against the adherer's Reflex to grab a weapon stuck to it; the creature may then spend a minor action to make an Athletics check, DC 15, to pull it free.

### Interpose Victim \* Encounter

*Requirement:* The adherer must have a creature grabbed.

*Trigger:* An enemy hits the adherer with a melee attack.

*Effect (Immediate Interrupt):* The attack instead hits the creature grabbed by the adherer.

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**Skills** Stealth +9

**Str** 19    **Dex** 15    **Wis** 16

**Con** 15    **Int** 7    **Cha** 8

**Alignment** evil

**Languages** Common